

We would like to hear from you so we can keep you informed of upcoming home computer software from Activision. Please fill out the card on the reverse side, place in a stamped envelope and mail to the address below.

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UDK-007-03

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## TIPS FROM DAVID CRANE, DESIGNER OF PITFALL II™

*"Time your approach to condors and bats so that you run exactly below their highest elevation.*

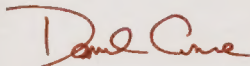
*"A free-fall down an entire shaft can be a short-cut to the river below.*

*"If you're unintentionally falling down a chute of ladders or past many levels, hold the Joystick to the left or right. The underground wind will slowly move you in that direction.*

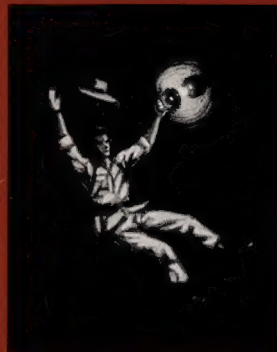
*"Don't get discouraged if a bat gets you whenever you go from a ladder to a gold bar. Stay low on the ladder, wait until a bat is just over you, then climb up quickly and run to the gold bar.*

*"Finally, not everything you see is always easy to get to. Some things can be so close, yet so far away. Like Quickclaw, for instance. And the rat... who incidentally, can only be subdued from behind.*

*"Good luck."*



David Crane



DAVID CRANE'S

PITFALL II™  
LOST CAVERNS

ACTIVISION®

Help Pitfall Harry find his niece, Rhonda; the Raj diamond and Quickclaw the cat in the treacherous caverns beneath Peru

## LOADING INSTRUCTIONS

1. Before you commence to load your cassette tape, make sure you have disconnected all peripheral equipment such as the disc drive and printer.
2. Place cassette tape in the recorder and rewind to the beginning.
3. To load, press down the "SHIFT" key. Without releasing the "SHIFT" key press down the "RUN/STOP" key; then release the "RUN/STOP" key and then the "SHIFT" key.
4. Press "PLAY" on the cassette recorder when the command to do so appears on the screen. Apart from a brief title identification screen, the screen will remain blank during loading, which will take approximately 8-9 minutes. Please be patient.

## PLAY THE GAME

- Using your joystick—
  - To run left or right—move left and right.
  - To jump—press red button.
  - To climb up or down ladders—push up to climb, pull down to descend.
  - To travel on the balloon—move joystick to left and right, the balloon will follow.
  - To speed up—push forward
  - To slow down—pull back
- There is no time limit. Whenever Harry succumbs to any danger, he does not die, he is magically transported to the last red cross he touched
- To grab a balloon just jump up to it. Let it carry you across the caverns or to a higher ledge. To let go, let a bat burst the balloon.
- A perfect score is 199,000 points. To achieve this you must find:  
Rhonda, Quickclaw the cat, the diamond, all 28 gold bars and the stone-age rat (which can only be subdued from behind); and never fall victim to a single danger



NAME

ADDRESS

POSTCODE

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